How to / Trackmania / Mediatracker / GPS & Replay ghosts

Author : Nioko (Translations: TStarGermany)

LAST PAGE PAGE 1 2 3 NEXT PAGE

Part 3: Some general thoughts on GPS

If a track layout has reached a certain complexity, inserting a GPS might be useful. It's pretty annoying for a driver to waste his time looking for the "right way".

On the other hand, an unnecessary GPS can make the author look like a donkey, only trying to show off his skills.
In addition, there are some important questions to be answered, to create a good GPS, which fits your track properly:

When/where will the GPS be available ?

→ backwards at the start ramp ?
→ going sideways (into some dead ends) after leaving the start ramp ?
→ after x seconds of inactivity at the start ramp ?
→ during a PF (press forward) start section ?

How will the camera flight be like ?

→ how fast will the camera move ?
→ how long should be camera flight take ?
→ from what position shall the camera look at the track while flying ?
→ will the camera show everything or leave some secrets ?

I hope you enjoyed this little tutorial. Just like the GPS, many other stunning effects are assembled the same way... Whenever you watch a cool effect, you should ask yourself "How did he do that?". If you read our tutorials carefully, you will know :-)

Part 4: A GPS with a Replay Ghost

Trackmania Forever has a **new feature**. You're now able to insert **pre-recorded Replay Ghosts** into your own track, either into your Intro, the Ingame play or the Outro. Of course you can use this Replay Ghost as a sort of GPS... People can watch the Replay Ghost driving around the track, so they know where and how to drive.

How to create a Replay Ghost

As usual. Build your track, drive it and save the replay when you passed the finish line. This saved replay will contain your Ghost for importing it into your Mediatracker.

Hint:
Trackmania will give you some freedom when importing replays/ghosts though. Theoretically you could **import lots of different Replays/Ghosts** (e.g. to simulate a race of multiple cars in your GPS) and these Ghosts don't necessarily have to be recorded on your latest trackwork build, they don't even have to be recorded by yourself...

That means that you could also import Replays/Ghosts from totally different tracks, letting the Ghost Car drive on non-existant roads etc... This will cause some irritation with the people watching the Ghost Car drive, but it might be useful sometime if you want to create some stunning effects :-)

How to import a Replay Ghost

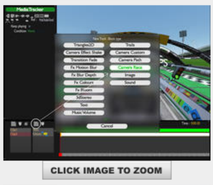
Download the GPS Ghost Replay , and put it in this folder:
C:\Documents & Settings\[User]\My documents\TrackMania\Tracks\Replays\Downloaded

Download the **GPS Ghost empty track**, open it in Trackmania and drive it once (or record a Mediatracker Ghost) to access the Mediatracker content.

CLICK IMAGE TO ZOOM

As you can see, the Track is the same as in the example for a normal camera GPS.
Go to the Ingame Mediatracker and select **Clip2** (This one will play when the player drives backwards at the start ramp).

Import the Ghost Replay
Click the button in the picture and select the the downloaded replay .


CLICK IMAGE TO ZOOM

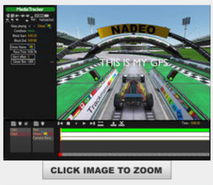
Insert a Camera Track
Of course you need a camera track to follow your Ghost Replay while it's driving. Insert a "Race Camera" track.

CLICK IMAGE TO ZOOM

Adjust the Race Camera values
1. Select the imported Ghost Replay as the "Target" value.
2. Select the "Behind" Camera mode.
3. Change the length of the Camera Block in the timeline exactly to the **same length** as imported Replay Ghost, otherwise the camera won't follow the Ghost all the time !

If you think the Ghost Replay is **too long**, you can cut it at the end (=make the block length shorter!). Do the same with the Camera track.

KNOWN BUG !
If you make the Ghost block too short, but keep the camera focused on it, the car will disappear, but the car's shadow will still be visible and driving .. that thing is called "Ghost" for a reason, you know :-)


CLICK IMAGE TO ZOOM

Adjust the Replay Ghost values
If you want, you can change the Ghost's name, it's carskin.Leave the other values untouched.

Now play the track and drive backwards at the start... it should look like this..

You can also Download the finished Track, including the Ghost Replay.

KNOWN BUG

One of the new bugs in "TM Forever" is that, **previewing clips** (with an imported Ghost) within the Mediatracker will often **fail to work properly**. This can be troubleful when e.g. placing multiple fixed cameras, which should keep focused on the driving Ghost, because you won't be able to check these clips within the Mediatracker.

It has shown that this bug appears quite often, especially if the imported Ghost was
a) **not recorded** on the most **actual version** of **your** track build ... or if you
b) work with non-default "**Start offset**" values.
c) work with "**Race cameras**" (Custom and Path cameras seem to work well, when focusing/anchoring on the Replay Ghost).
d) work in the **INTRO** or **ENDGAME** mediatracker

Workaround

Although previewing clips might not work, the Mediatracker content will show correctly when the driving track is **actually played** (and the Mediatracker events are triggered).

In this case you have no chance but to **<change values in the Mediatracker>** and **<check the their functionality while playing the track>** alternately.

Multiple times, you'll have to go into the Mediatracker, change the camera values, go back to the Track editor and play the track (trigger the events) to check if your values are good. This can consume quite a bit of time, but luckily this bug only appears in this special situation.

LAST PAGE PAGE 1 2 3 NEXT PAGE

This site is friendly to stationary (PC/MAC) and mobile (Android/IOS) browsers
Trackmania, Shootmania, Questmania games & media © Nadeo & UbiSoft used under fair use policy
8,373,424 page views since January 2008. All tutorials, services, coding © Mania Creative 2008-2013